

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application. Please amend the claims as follows:

**Listing of Claims**

1. (Currently Amended) A method of modifying properties of a lock object associated with a resource in a distributed environment, wherein the lock object has a lock owner, the method comprising:

receiving a request to modify at least an ownership property ~~one property~~ associated with the lock object, wherein the request is created using a Web Distributed Authoring and Versioning protocol, originates from a requesting client computer system, and is transmitted over the Internet;

analyzing the request to determine whether the request is made by the lock owner; and

if the request is made by the lock owner, modifying ~~the at least one~~ at least the ownership property associated with the lock object without unlocking the resource associated with the lock object.

2. (Previously Presented) A method as defined in claim 1 wherein the method further comprises:

following the determination of whether the request is made by the lock owner, determining whether the resource is locked by another client computer system that may conflict with the requested modification; and

if the resource is locked by a conflicting lock, denying the received request.

3. (Currently Amended) A method as defined in claim 1 wherein the request further relates to modifying a lock type property of the lock object, and if the request is made by the lock owner, modifying the lock type property associated with the lock object without unlocking the resource associated with the lock object.

4. (Currently Amended) A method as defined in claim 1 wherein the request further relates to the modification of ~~the a~~ a lock scope property of the lock object, and if the request is

made by the lock owner, modifying the lock scope property associated with the lock object without unlocking the resource associated with the lock object.

5. (Canceled)
6. (Original) A computer program product readable by a computer and encoding instructions for executing the method recited in claim 1.
7. (Currently Amended) A computer program product readable by a computer and encoding instructions for executing the method recited in claim [[5]]2.
8. (Previously presented) A computer-readable medium having stored thereon a locked resource, wherein the locked resource comprises:
  - a resource object data section for storing actual object data;
  - a lock object, wherein the lock object comprises a plurality of properties, wherein a first property identifies a lock owner, and wherein the first property may be modified to change the lock owner without unlocking the locked resource.
9. (Previously presented) A computer-readable medium as defined in claim 8 wherein a second property relates to the resource object and wherein the second property may be modified by the lock owner to associate the lock object with a second resource object.
10. (Canceled)
11. (Previously presented) A system for managing access of one or more resources by a plurality of processes in a distributed environment, the system comprising:
  - a receive module for receiving resource requests created using a Web Distributed Authoring and Versioning protocol from the plurality of processes, wherein the receive module receives a request transmitted over the Internet from a requesting process that includes modification information concerning at least one property of a lock object associated with a requested resource;

a determination module operable to determine whether the requesting process owns the lock object; and

an update module operable to modify the at least one property of the lock object as set forth in the modification information upon a determination that the requesting process owns the lock object, wherein modifying the at least one property occurs without unlocking the resource associated with the lock object.

12. (Previously Presented) A system as defined in claim 11 wherein the determination module also determines whether there is a conflicting lock associated with the requested resource and wherein the update module does not modify the at least one property of the lock object upon a determination that a conflicting lock exists.

13. (Previously Presented) A system as defined in claim 11, wherein the lock object has a lock type property, and wherein the update module modifies the lock type property as set forth in the modification information.

14. (Previously Presented) A system as defined in claim 11, wherein the lock object has a lock scope property, and wherein the update module modifies the lock scope property as set forth in the modification information.

15. (Previously Presented) A system as defined in claim 11, wherein the lock object has a lock ownership property, and wherein the update module modifies the lock ownership property as set forth in the modification information to thereby transfer the lock object from one process to another.

16. (Original) A system as defined in claim 11 further comprising a transfer module for transferring ownership of the lock object from the requesting process to another process.

17. (Canceled)

18. (Previously Presented) A method as defined in claim 1 wherein the request further relates to the modification of a resource identifier property, and if the request is made by the lock owner, modifying the resource identifier property to associate the lock object with a second resource.

19. (Previously Presented) A computer-readable medium as defined in claim 8, wherein a second property identifies a lock type.

20. (Previously Presented) A computer-readable medium as defined in claim 8, wherein a third property identifies a lock scope.

21. (Previously Presented) A system as defined in claim 11, wherein the lock object has a resource identifier property, and wherein the update module modifies the resource identifier property as set forth in the modification information.

22. (Previously Presented) A system as defined in claim 21, wherein the update module modifies the resource identifier property to associate the lock object with a second resource.